

CHOOSERS OF THE SLAIN: THE VALKYR CLASS

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A braided dwarf prays to the heavens, white wings unfolding from his back. With a booming cry, he barrels into the giant, spear shining with divine might.

A grim half-elf speaks runes of searing power, flames spreading in a circle around her. The flames shiver as the banshee wails, but her runic ward keeps her allies safe.

A blue dragonborn raises his shield, divine power flooding from the cup engraved on its boss. His wounded companions gather around him, healing magic soothing their wounds as they regroup from the ghoulish horde.

Valkyr are divine warriors chosen by the gods to guide souls to their eternal rest. They keep enemies at bay with spears and other polearms, mastering a more defensive style than many paladins and most barbarians. They can also channel divine power to hearten their allies' souls or walk the road between life and death. Additionally, they can always fall back on spells to protect and support their allies.

As a valkyr, you combine strong martial proficiencies with a good amount of spellcasting. With your Spear Master feature, you gain greater combat flexibility and reach, and Valkyr's Wings help you move around the battlefield to a minor degree. Your Spiritsong can support allies in a number of ways depending on your choice of Valkyr Calling; Divine Vigor especially adds to the punishment your group can take. At higher levels, Undying Soul and Direct the Soul make you incredibly resilient even when downed, even granting you the ability to return from death. Your Valkyr Calling is also an important choice. Cupbearers and Runekeepers support their allies, while Spearbringers and Soulcallers are better at destroying their opponents.

"You may have passed through fire to face me, but that is only half the path to my defeat." – Shieldmaiden Brynhildr

QUICK BUILD

You can make a valkyr quickly by following these suggestions. Wisdom should be your highest score, followed by Strength. Second, choose the acolyte background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per valkyr level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, Arcana, History, Insight, Intimidation, Medicine, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- chainmail and a holy symbol

Level	Proficiency Bonus	Class Features
1 st	+2	Divine Sense, Spear Master, Spiritsong: Divine Vigor
2 nd	+2	Fighting Style, Spellcasting
3 rd	+2	Valkyr Calling
4 th	+2	Ability Score Improvement
5 th	+3	Extra Attack
6 th	+3	Spiritsong (2 uses), <i>Valkyr's Wings</i>
7 th	+3	Calling feature
8 th	+3	Ability Score Improvement
9 th	+4	---
10 th	+4	Undying Soul
11 th	+4	Calling feature
12 th	+4	Ability Score Improvement
13 th	+5	---

14 th	+5	Valkyr's Wings (improved)
15 th	+5	Calling feature
16 th	+5	Ability Score Improvement
17 th	+6	---
18 th	+6	Spiritsong (3 uses)
19 th	+6	Ability Score Improvement
20 th	+6	Direct the Soul

DIVINE SENSE

As an action, you can open your awareness to detect nearby extraplanar creatures. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the psychopomp Charon, for example). Within the same radius, you also detect any place or object where a creature has died within the past 24 hours. You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

SPEAR MASTER

Beginning at 1st level, you have mastered the use of spears and spearlike weapons. When you use a spear, its damage die changes from a d6 to a d8 and from a d8 to a d10 when wielded with two hands. This benefit has no effect if another feature has already improved the weapon's die. As a bonus action on your turn, you can increase your reach with a spear by 5 feet for the rest of your turn. Additionally, you do not have disadvantage on attack rolls when you use a lance to attack a target within 5 feet of you.

SPIRITSONG

Beginning at 1st level, you can expend divine power and gain a brief connection with the world of the dead. You start with knowing the Divine Vigor effect and gain additional effects as you level up. When you use Spiritsong, you choose which effect to create. You must then finish a short or long rest to use your Spiritsong again. If a Spiritsong effect requires a saving throw, the DC equals your valkyr spell save DC. You also learn the *spare the dying* cantrip.

Beginning at 6th level, you can use this feature twice between rests, and, beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain all expended uses.

DIVINE VIGOR

You can invigorate the hearts of nearby allies with your Spiritsong. As an action, choose a number of allies (including yourself) up to your Wisdom modifier within 30 feet of you. Each

affected creature gains temporary hit points equal to your 1d6 + your valkyr level. These temporary hit points last up to 1 hour.

FIGHTING STYLE

Beginning at 2nd level, you gain one of the following Fighting Style options: Defense, Dueling, Great Weapon Fighting, or Protection.

SPELLCASTING

At 2nd level, you gain spellcasting as the paladin, except that you use Wisdom as your spellcasting ability.

VALKYR CALLING

At 3rd level, you choose a particular mission you have pledged yourself to fulfill. You gain greater divine powers to help you achieve your purpose. You choose from the Cupbearer, Runekeeper, Soulcaller, or Spearbringer options detailed at the end of the class description. Your choice grants you a feature at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once whenever you take the Attack action on your turn.

VALKYR'S WINGS

Beginning at 6th level, you gain the ability to sprout a pair of feathery or metallic wings from your back as an action, gaining a flying speed equal to your current speed. You can use these wings for up to 1 minute but must maintain concentration while flying as if you were concentrating on a spell. You can't manifest these wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them. Once you use this feature, you must finish a long rest before you can use it again.

At 14th level, you become even more in tune with the otherworldly power you channel. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn and no longer require your concentration. Once you use this feature, you must finish a short or long rest before you can use it again. Additionally, you can use your reaction to reduce falling damage by an amount equal to five times your valkyr level,

UNDYING SOUL

Beginning at 10th level, you gain proficiency in death saving throws. Additionally, you can expend your Spiritsong whenever you would make a death saving throw to gain advantage on the roll.

SPIRITSONG: GHOSTWALK

Beginning at 18th level, you can channel your Spiritsong to enter the world through which dead spirits travel. You can expend three uses of your Spiritsong to cast the spell *astral projection*. When you use this feature, you can choose to ignore the material components, but if you do so you can bring no other creatures with you. After using your Spiritsong in this way, you must finish a long rest before you can use it again.

DIRECT THE SOUL

Beginning at 20th level, you can use your full powers to usher a soul wherever you will. When you or an ally within 60 feet of you dies, you can expend your reaction to keep the soul in the mortal planes. (This supersedes the normal rule that dying prevents you from acting any further.) On the creature's next turn, it comes back to life with half of its maximum hit points. Once you use this feature, you must wait until 7 days have passed before you can use it again.

VALKYR CALLINGS

Valkyrs are a surprisingly diverse group, with divine powers granted depending on their focus. Some deities prefer to empower their servants with a particular calling, though it must comport with the individual valkyr's inclinations as well.

CUPBEARER

You have pledged yourself to the preservation of life, keeping your allies alive so that they can meet their appointed fates. You may use a cup or chalice as your holy symbol, signifying your connection with the waters of life.

Spiritsong – Chalice of Life: Beginning when you choose this calling at 3rd level, you can become a font of healing energy. As an action, you can activate your Chalice of Life. For the next 1 minute, adjacent creatures can use a bonus action to touch you and regain 1d4 hit points. This feature has no effect on constructs or undead creatures and cannot restore a creature's hit points above one-half its maximum.

Beginning at 6th level, you can expend additional uses of Spiritsong when you activate this effect. For each use expended, the healing increases by 1d4.

Life Binder: Also beginning at 3rd level, whenever you restore hit points to a creature it may add your Wisdom bonus (if any) to the amount healed.

Spiritsong – Chalice of Freedom: Beginning at 7th level, you can expend your Spiritsong as an action and choose one creature within 30 feet. You may end any one of the following effects on

that creature: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, restrained, or stunned.

Defender of Life: Beginning at 11th level, whenever you use your action to restore hit points, provide a creature with temporary hit points, stabilize a creature, or take the Help action, you can make one weapon attack as a bonus action.

Winged Summons: Beginning at 15th level, when an ally you can see within 60 feet of you takes damage, you can use your reaction to teleport to that ally, placing yourself into an adjacent unoccupied space. You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

RUNEKEEPER

You have pledged yourself to the pursuit of arcane knowledge, gathering magical might to arm yourself and the souls you collect for future battles. You may use a sword as your holy symbol, forged in flames that represent learning and advancement.

Spiritsong – Keeper's Power: Beginning at 3rd level when you choose this calling, whenever you roll radiant damage, you can use your Spiritsong to deal maximum damage instead of rolling.

Runic Magic: Also beginning at 3rd level, you can create a runic spellbook that preserves certain magical rituals for you. Choose two 1st-level spells that have the ritual tag from any class's spell list. These spells appear in your book and can be cast as rituals if you have access to your spellbook. You can't cast these spells except as rituals unless you learn them through some other means. You can also cast a valkyr spell you know as a ritual if it has the ritual tag. At 7th, 11th, and 15th level you can add an additional ritual to your spellbook for free. The ritual must be one of a spell level which you can cast.

Spiritsong – Valkyr's Focus: Beginning at 7th level, you can empower yourself to focus on magic more intently. When you cast a spell that requires concentration, you can expend your Spiritsong. You have advantage on any checks you make to maintain concentration on the spell for its duration.

Battle Magic: Beginning at 11th level, you can wield spear and spell with equal flexibility. When you use your action to cast a valkyr spell and successfully deal damage, you can make one weapon attack as a bonus action.

Spellguard's Secret: Beginning at 15th level, your knowledge of magic makes you more resistant to its dangers. Choose one of the following types of saving throws: Dexterity, Constitution, or Wisdom. When you are subjected to an effect that allows you to make that kind of saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Additionally, you can project a ring of fire around yourself in a 30-foot radius. For 1 minute, all allies within the ring gain the benefit of this feature. Once you use this feature, you must finish a long rest before you can use it again.

SOULCALLER

You have pledged yourself to care for souls above all other concerns, shepherding them to their rest and ensuring their place in the life to come. You may use a stone, usually granite or basalt, as your holy symbol, signifying the earth in which the dead are buried and the security of their eternal abode.

Spiritsong – Soul's Divide: Beginning at 3rd level when you choose this calling, you can use an action to create a ghostly duplicate of yourself. This perfect illusion lasts for up to 1 minute or until you lose your concentration (as if you were concentration on a spell). The duplicate appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the duplicate up to 30 feet to a space you can see, but it must remain within 120 feet of you or its existence ends. For the duration, you can cast spells as though you were in the duplicate's space, but you must use your own senses. Additionally, when both you and your duplicate are within 5 feet of a creature, you have advantage on attack rolls against that creature due to the duplicate's distraction. As an action, you can also cause yourself to switch places with the duplicate, ending the effect.

Student of the Past: Also beginning at 3rd level, you gain proficiency in the History and Religion skills.

Spiritsong – Unrest: Beginning at 7th level, you can summon departed spirits to clutch at the living. As an action, you create an area of magical darkness in a 60-foot radius that extinguishes existing nonmagical light sources. This aura also dampens any magical light sources within the area to dim light for 1 minute. Each hostile creature within the area must make a Constitution saving throw as spectral hands clutch at their flesh. A creature takes necrotic damage equal to 2d10 + your valkyr level on a failed saving throw and half as much damage on a successful one. A creature that has total cover from you is not affected.

Slayer: Beginning at 11th level, you are encouraged by success in battle. When a hostile creature within 30 feet of you is reduced to 0 hit points, you can use a bonus action on your next turn to make one weapon attack.

Last Breath: Beginning at 15th level, you can harvest the life force that departs from your enemies to empower yourself and others. When you reduce a hostile creature to 0 hit points, you or an ally within 30 feet of you that you can see gains temporary hit points equal to your Wisdom modifier + your valkyr level. These temporary hit points last up to 1 minute, and no more than one creature can benefit from this feature at a time.

SPEARBRINGER

You have pledged yourself to martial training, believing that battles are won primarily through the force of arms. You may use a spear or lance as your holy symbol, associated with the speed of the winds of heaven and the lightning that strikes from the sky.

Spiritsong – Valiant Strike: Beginning at 3rd level when you choose this calling, whenever you deal piercing damage you can expend your Spiritsong feature and deal maximum damage instead of rolling.

Leaper: Also beginning at 3rd level, your jumping distance is doubled.

Spiritsong – Embolden: Beginning at 7th level, you can rally your allies who are fearful. As an action, you can expend your Spiritsong and grant all allies within 30 feet of you advantage on saving throws against being frightened for 1 minute. Allies within 30 feet who are currently frightened can use their reaction to attempt a single saving throw against the effect that frightened them, ending the condition on a success.

Piercing Charge: Beginning at 11th level, if you move at least 10 feet on your turn, you deal an extra 1d8 damage with any weapon attacks you make.

Valkyr's Vengeance: Beginning at 15th level, you can retaliate against your foes. When you are dealt damage by a melee attack, you can use your reaction to make a melee weapon attack against that creature.

VALKYR SPELL LIST

Valkyr have access to the following spells.

1st – *bless, compelled duel, cure wounds, detect evil and good, detect poison and disease, divine favor, guiding bolt, healing word, heroism, jump, protection from evil and good, purify food and drink, sanctuary, shield of faith*

2nd – *aid, enhance ability, find steed, gentle repose, lesser restoration, magic weapon, protection from poison, spiritual weapon, warding bond*

3rd – *aura of vitality, beacon of hope, crusader's mantle, elemental weapon, feign death, remove curse, speak with dead, spirit guardians, revivify*

4th – *banishment, death ward, freedom of movement, guardian of faith, locate creature*

5th – *circle of power, dispel evil and good, flame strike, greater restoration, hallow, planar binding, raise dead*